

Flight Simulator: Attack Mission

OWNER'S MANUAL — Please read before using this equipment.

Your RadioShack Flight Simulator makes you the pilot in command! You take off into the sky, fly extreme missions, and land (or crash) your aircraft. The game has different levels to challenge your abilities.

INSTALLING BATTERIES

Your game requires two AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Cautions:

- Use only fresh batteries of the required size and recommended type.
 - Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
1. Use a Phillips screwdriver to remove the screw from the battery compartment cover, then slide off the cover in the direction of the arrow.
 2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
 3. Replace the cover and secure it with the screw.

When the display dims, the sound weakens, or the game stops operating properly, replace the batteries.

Warning: Dispose of old batteries promptly and properly. Do not burn or bury them.

Caution: If you do not plan to use the game for several weeks, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.



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High-Flying Fun You Can Take Anywhere!

GAME OBJECTIVES

Game 1 — Air Fight

In *Air Fight*, you must shoot down all enemy planes. During the game, you take off, avoid flying into obstacles, refuel in flight, ascend, descend, land on the runway, refuel on the ground and take off again.

Air Fight is divided into 60 levels. You move to the next level by completing the current level. Your aircraft is automatically refueled before the next level begins.

As you climb the levels, more enemies appear. You win the game if you can succeed at level 60. The game ends if your aircraft explodes three times.

The refueling plane appears more often depending on the level you have reached.

Level	Frequency
1-30	5 times
31-60	10 times

You encounter different numbers of enemy planes at each level. The number of enemy planes appears in the top right corner of the display and on the radar indicator.

Level	Number of Enemy Planes
1-30	Level 1 — 5 enemy planes Each Additional Level — 3 more planes
31-60	Level 31 — 20 enemy planes Each Additional Level — 2 more planes

Game 2 — Flight Practice

Flight Practice is a challenging game that prepares you for Game 3. Your mission is to get your aircraft to its destination. You control the speed, direction, and altitude of the aircraft. **DANGER** flashes and an alert sounds if your aircraft encounters obstacles or you make a mistake controlling it. Adjust the speed, direction, altitude, or elevation angle of the aircraft accordingly.

During *Flight Practice*, you take off, fly, and land your aircraft. You can choose to fly 30 miles or 100 miles. If you successfully land on the runway within the 10 minute time limit, you win the game. The game also ends if your aircraft crashes into a mountain or you run out of fuel.

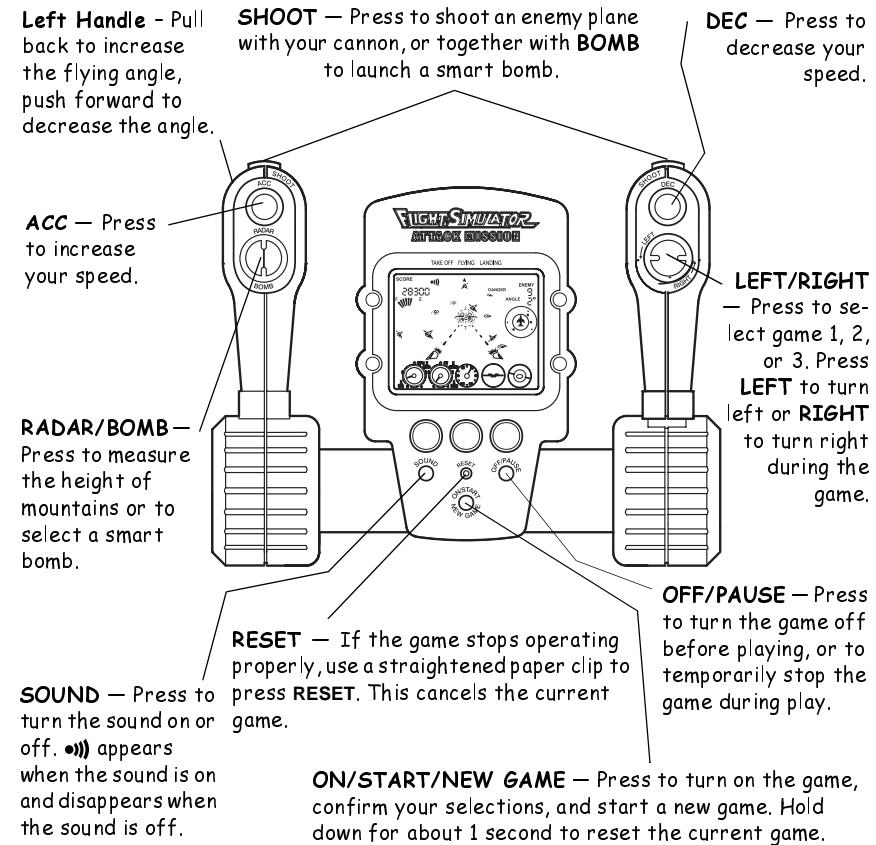
Game 3 — Advanced Air Fight

In *Advanced Air Fight*, you must avoid enemy ground fire in addition to battling the enemy's air defenses.

Advanced Air Fight is divided into 39 levels. As you climb the levels, more enemies appear. You encounter 30 enemy planes at Level 1, then a plane is added for each additional level. You win the game if you can succeed at level 39. The game ends if your aircraft explodes three times.

The refueling plane appears 15 times.

GAME CONTROLS



GAME INDICATORS

Indicator — Flashes under TAKE OFF, FLYING, or LANDING to show you when to take off, fly, or land, or when you successfully take off, fly, or land.

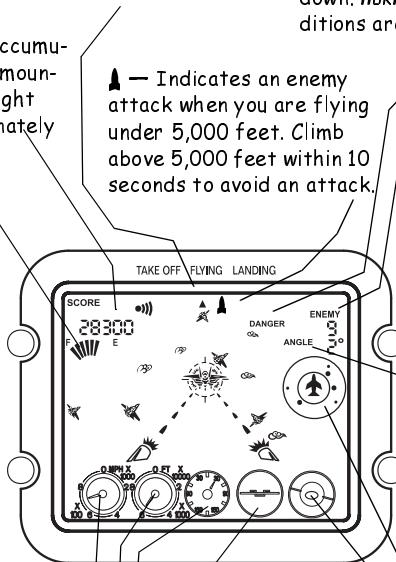
Your flight distance, accumulated score, height of mountains, and remaining flight time (in Game 2) alternately appear here.

Fuel Meter — Shows the amount of fuel you have left. If the fuel meter flashes, your fuel reserves are down to $1/3$. Increase your speed to reach your destination as soon as possible, or hope there is a refueling plane nearby! Your aircraft explodes if you fail to land safely.

Velocity Meter — Shows your airspeed. One unit represents 100 miles per hour. If the velocity meter flashes, you are exceeding 800 MPH while landing — slow down!

Altimeter — Shows your altitude. One unit represents 1,000 feet. If the altimeter flashes, you are higher than 5,000 feet while trying to land — reduce your altitude!

Danger Indicator — **DANGER** flashes and an alert sounds when obstacles appear or when you are in danger of being shot down. **NORMAL** appears when conditions are safe.



▲ — Indicates an enemy attack when you are flying under 5,000 feet. Climb above 5,000 feet within 10 seconds to avoid an attack.

Enemy Indicator — Shows the total number of enemy planes when you start a game, then shows remaining enemy planes to shoot down during the game.

Angle Indicator — Shows your aircraft's current flight angle.

Radar Indicator — Shows when enemy aircraft are present and the distance between you and the enemy or your refueling plane.

Attitude Indicator — Shows whether your aircraft's nose is up or down.

Turn Coordinator — Shows the direction your aircraft is turning.

Bank Indicator — Shows the angle (left or right) at which your wings are tilting.

PLAYING THE GAME

Note: The game automatically turns off if you do not press a button for more than three minutes.

1. Press **ON/START/NEW GAME** to turn on the game.
2. Press **LEFT/RIGHT** to select **GAME 1**, **GAME 2**, or **GAME 3**, then press **ON/START/NEW GAME**.

Note: If you select **GAME 1** or **GAME 3**, skip Steps 3 and 4.

3. Press **LEFT/RIGHT** to select the flying distance (30/100 miles, **GAME 2** only).
4. Press **ON/START/NEW GAME** again to start the game.
5. Hold down **ACC** to move the aircraft forward and accelerate. The velocity meter shows your current speed. When your speed reaches 200 MPH and **▲** at the top of the display flashes under **TAKE OFF**, you can take off.
6. Pull the left handle back to increase your altitude and take off. **ANGLE** increases as you ascend.

Note: You must take off within 3 miles or you crash and the game ends.

7.  indicates there is a mountain nearby. **DANGER** flashes. Press **RADAR** to check the height of the mountain. If your altitude is lower than the mountain, **DANGER** continues to flash. Pull the left handle toward you to increase your altitude and press **DEC** to decrease your speed, or press **LEFT/RIGHT** to change direction. When you are out of danger, **DANGER** disappears and **NORMAL** appears.
 8. You can refuel your aircraft in mid-air (Game 1 and Game 3 only). The plane inside the radar indicator appears when the refueling plane is nearby. Repeatedly press **LEFT/RIGHT** until the refueling plane is at the bottom of the radar indicator (also known as being *on your six* or *your 6 o'clock position*). The refueling plane then flies on the left side of your aircraft and a fueling boom appears. Your aircraft is automatically refueled. The refueling plane disappears when you finish refueling.
- Note:** If you cannot complete refueling within 30 seconds, the refueling plane disengages and leaves automatically.
9. Dots appear on the radar indicator when an enemy plane is nearby. Press **LEFT/RIGHT** or pull the left handle toward you or away from you to focus the enemy plane in your sights.

Note: The number of enemies you see on the radar indicator and the enemy indicator do not always match. This is because some of the enemies you see might be running away or damaged. If this happens, always use the radar indicator to determine the actual number of enemies present.

10. Your aircraft is loaded with 5 smart bombs and unlimited ammunition for your cannon on each mission. To destroy an enemy plane using your cannon, press **SHOOT** when you have the enemy plane in your sights. Or, to destroy most enemy planes close to you using a smart bomb, press **BOMB**. **SMART BOMB** appears. Then press **SHOOT** to launch the smart bomb.

Important:

- Using a smart bomb might not destroy all of the enemy planes close to you. A few experienced enemy pilots can detect a smart bomb launch and take appropriate countermeasures.
- The more enemy planes that are near you when you launch a smart bomb, the more points you acquire. But, be careful when and where you launch a smart bomb! If you launch a smart bomb while you are refueling, it might destroy your own refueling plane!

11. The game automatically lands your aircraft when:

- All enemy planes at the current level are destroyed.
- Your aircraft has fuel remaining.
- Your altitude is below 5,000 feet and your speed is below 800 MPH.

▲ flashes under **LANDING** at the top of the display.

In Games 1 and 3, you can land when all enemy planes at the current level are destroyed. In Game 2, you can land when you are about 4 miles from your destination.

Note: As you land, the velocity meter flashes if your speed is greater than 800 MPH and the altimeter flashes if your altitude is greater than 5,000 feet.

Push the left handle forward to descend and press **DEC** to slow down. The airfield and runway appear when you descend below 5000 feet. You have landed when the altimeter reads 0 and your speed is 0 MPH.

Note: In Game 2, your aircraft crashes if you don't land it during the last four miles of your flight.

In Game 1, you proceed to the next level if you successfully take off, destroy all enemy planes, avoid obstacles, and land with fuel remaining. You win the game if you can complete level 60 with two or fewer explosions. If your aircraft explodes,  appears and the game shakes. You take off again at the same level.

In Game 2, you can choose to fly 30 miles or 100 miles. You win the game if you successfully take off, avoid obstacles, and land with fuel remaining within the 10-minute time limit.

In Game 3, you proceed to the next level if you successfully take off, destroy all enemy planes, avoid obstacles, evade the enemy's ground fire, and land with fuel remaining. You win the game if you can complete level 39 with two or fewer explosions. If your aircraft explodes,  appears and the game shakes. You take off again at the same level.

GAME OVER appears and the game shakes when the game ends. The game ends if your aircraft explodes 3 times due to any of the following situations:

- You did not take off within 3 miles.
- You allow a descending or ascending angle equal to or more than 80° for 5 seconds.
- You crash into a mountain.
- Your airspeed drops to zero while flying or landing.
- You run out of fuel.
- Your aircraft is hit by enemy ground fire in Game 3.
- You land the aircraft faster than 800 MPH.
- Your aircraft veers off the runway.

SCORING

In Game 2, your score consists of landing points and bonus points for any remaining time: landing points (10,000 points) + bonus points ($500 \times$ the remaining time in seconds). In Game 1 and Game 3:

You Score	Each Time You
100 points	Shoot down every enemy plane
500 points	Refuel in mid-air
1000 points	Successfully land on the runway

CARE

Keep the game dry; if it gets wet, wipe it dry immediately. Use and store the game only in normal temperature environments. Handle the game carefully; do not drop it. Keep the game away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the game's internal components can cause a malfunction and might invalidate its warranty. If your game is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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